ADVENTURE COCO

	60
	60
	100

COOL COCO

	70
	60
	90

DARING DINGODILE

	80
	70
	70

SILLY DINGODILE

	70
	50
	100

BLOCKY CRASH

	80
	70
	70

DR. NEO CORTEX

	100
	90
	30

WACKY CRASH

	70
	80
	70

CLEVER CRASH

	20
	100
	100

SNEAKY CRASH

	40
	80
	100

ACTION CRASH

	90
	90
	40

WUMPA CRASH

	80
	80
	60

COOL CATBAT

	70
	70
	80

DR. N TROPY

	60
	60
	100

BLOCKY DINGODILE

	40
	80
	100

BLOCKY NITRUS BRIO

	100
	80
	40

SWINGING TAWNA

	80
	60
	80

VICTORY TAWNA

	100
	20
	100

EVIL DR. CORTEX

	100
	40
	80

WUMPA CRASH

	80
	80
	60

BLOCKY TAWNA

	30
	90
	100

BLOCKY N TROPY

	90
	70
	60

AKU AKU

	100
	30
	90

QUICK COCO

	100
	100
	20

N TROPY

	90
	60
	70

NITRUS BRIO

	90
	30
	100

BLOCKY DR. CORTEX

	100
	60
	60

DR. N GIN

	60
	100
	60

BLOCKY CATBAT

60
100
60

BRAVE TAWNA

100
60
60

SMILEY SPYRO

40
90
90

SPEEDY SPYRO

100
100
20

CRASH TEAM RUMBLE

Game Instructions
Crash Collector Card Game

Set Up (1 Player)

- Split card deck into 2 even piles, face down.
- The pile on the right is the player's deck. The pile on the left is the "challenger's" deck.

Play

1. At the start of each turn, the player picks a category — Relic, Gem or Wumpa Fruit.
2. The player flips over the top card from each deck.
3. Whoever has the highest number for that category wins the 2 cards and sets them aside.
4. If the numbers are the same, the cards are put back under each of their piles.

Win

- Once all cards are used, the player counts up the number of cards won by themselves and the "challenger".
- See how many times you can beat the "challenger"!

Set Up (Multi-player)

- Number of Players needed: 2-4
- Shuffle the cards and deal the same number of cards to each player.

Play

1. Players only look at their top card.
2. Player 1 (left of dealer) "calls out" their top card's highest number (Example: Gem ...100).
3. They place that card in the center.
4. Other players then look at their top card and "call out" their number for the same category (example: Gem ...70) and place in the center.

Win

- The player with the highest number for that category wins all the cards (and adds them to the bottom of their pile).
- The winner (of the round) "calls out" the category for their next top card and play repeats.
- The player who gets all the cards wins!

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